

# GOALBALL Rule Changes

2006-2010

International Blind Sports Federation  
GENERAL ASSEMBLY , BEIJING

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## **Preamble**

Contained in this document the reader will find the proposed changes to "Part A Rules of the Game" of the IBSA Goalball Rules. These rule change proposals have been developed based on input and contributions from by IBSA member nations, Goalball players and coaches, Referees and the IBSA Goalball Sub Committee.

The process to arrive at these changes was accomplished by encouraging dialog, developing a consensus, and producing the best possible Goalball rules for the 2006-2010 term.

All suggestions submitted were given extensive consideration for inclusion in the new Goalball Rules which are now being presented to the IBSA General Assembly for ratification.

New rule proposals are listed as they would appear in the new rules and the major changes to existing rules are bolded. These new rules for the sport of Goalball would take effective January 1<sup>st</sup>, 2006.

## **Rule Changes Proposals Part A Rules of the Game**

### **New Rule s**

#### **Start Play**

When the ball is passed from an official to a team the ball shall be dropped at the side line 1.5 meters in front of the goal post closest to the side it exited the court. When the ball is dropped the referee will call play and the clock(s) will start even if no team member is attempting to pick up the ball.

#### **Wipe Floor**

To ensure the flow of the game an official time out to wipe the floor will only be taken when the referee deems that the safety of the players may be compromised. Wiping of the floor should take place during all official stoppage(s) in play.

#### **Dead Ball**

When a thrown ball stops in the team area without being touched by a defending player it will be ruled a dead ball, the referee will whistle, stop time and give the ball to the defending team.

#### **On Court Warm Up**

For any on court warm up prior to the start of the game, teams will be restricted to the half of the court they will be defending as a result of the coin toss. Teams will not be allowed to make throws in the direction of the other team's area during warm-up. Should

a ball that is thrown enter another team's area a warning will be given to the throwing team by the referee. During the warm-up period should a second thrown ball enter the same team's area an unsportsmanlike team penalty will be given.

### **Blood Rule**

Should at anytime during a game a player receives an injury where blood is observed by the referee the player will be immediately removed from the court and may not be permitted to return to the court until the following has taken place:

- bleeding must be stopped,
- the open wound covered
- if there is an excessive amount of blood on the uniform, it must be changed.

Before competition resumes all contaminated (in contact) surfaces and equipment must be appropriately cleaned. This removal of the player from the game will be considered as a medical substitution and the player will not be allowed to re-enter the court until the end of that half and after the referee is satisfied that the player has meet the standards listed above. Should the player not have an additional jersey with the same number available he will be allowed to change numbers as long as this change is indicated to the referee and announced.

### **March In**

For all major Championship the teams will march into the field of play as outlining in the appendix document March In. Should any player not have his/her team uniform available at March In he/she will not be allowed to enter with the team or warm up on the FOP. If the player's uniform is not available at the 30 second warning that player will be eliminated from play in that game and will be considered a non-participant and be required to wear the identifying jersey as provided by the organizing committee of the tournament.

### **Medical Treatment**

During any half of play if it is necessary for any player to leave the FOP for medical attention or equipment adjustment, the player can leave only at an official stoppage in play and may not return to the FOP until the expiration of that half.

### **Modified Rules**

#### **1.2.3 Uniforms**

All competitors must wear an official game jersey. Jerseys must have numbers permanently affixed both front and back. Numbers must be **1,2,3,4,5,6,7,8,9**, and must be a minimum of 20 centimeters in height. Clothing, **equipment and padding** may not extend from the body more than 10 centimeters. At the Paralympics and World Championships the game jersey, pants and socks worn by all competitors on a team must be identical **and meet all advertising standards as required by the organizing committees**

## 2. CONTESTANTS

At the start of a tournament, a team shall consist of three (3) players with a maximum of three (3) substitutes. Each team is limited to three (3) escorts on the team bench. **The total number of individuals allowed in the team bench areas will be nine.** The referee(s) must be notified **in writing at check –in** of a player in the team bench area not involved in the contest and wearing an identifying jersey as provided by the organizing committee of the tournament. **Any eliminated players will also be listed on the line up sheet as non- participants.**

## 3 OFFICIALS

### 3.1 Number Required

Each game shall have two (2) game referees, four (4) goal judges, one (1) scorer, one (1) timer, one (1) ten second timer, and one (1) shot recorder. At all Major Championships two (2) IBSA **qualified** 10 second timers are required.

## 4 CONDUCT OF THE GAME

### 4.2 Overtime

If a winner is needed in the case of a tied score at the end of regulation play, the teams will play two (2) additional three (3) minute overtime halves, the team to score the first goal is the winner and the game will be completed.

There will be a three (3) minute break between the end of regulation time and the first overtime half. A second coin toss will determine the throwing and receiving situation for each team at the start of overtime. During the second overtime half, the starting situations will be reversed and the teams will change benches **during a three (3) minute break between halves**

If a tie still exists and a winner is necessary, it shall be resolved by executing **extra** throws.

### 4.5 Scoring

At any time the ball crosses the goal line within the goal, it shall be a goal (see diagram # 3). However, a goal can not be scored by the referee or the goal judge passing the ball into play. A goal shall count only if the entire ball has passed the goal line before the expiration of time. **If a defending players eyeshade are dislodged by the ball and the ball subsequently enters the goal it will be considered a score.**

## 4.6 TIME OUT

### 4.6.1 Team Time Out

Each team shall be allowed three (3), forty-five (45) second time outs during regulation play for the purpose of coaching. Once called, both teams may utilise the time out. After a team calls and takes a time-out , at least one throw must take place before the same team can call for a future time-out or substitution .A substitution can be made before the expiration of the time-out period. Furthermore, each team shall be allowed one (1), forty-five (45) second time out during overtime. Should a time out be made during a substitution, the team shall be charged with both a substitution and a time out.

A time out may be requested to a referee any **time the team has control of the ball or there is a whistle stoppage in play** by a coach or player using non-verbal hand signals and **by saying time out**. A time out can only be acknowledged by a referee during an official break in play or when the ball is under control of the team requesting the timeout. Acknowledgement by the referee shall occur when the referee verbally addresses the requesting team by name. The timer shall give an audible warning signal fifteen (15) seconds before the expiration of the time out period.

### 4.6.2 Official's Time Out

A referee may call an officials' time out at any time considered necessary. **The coaches shall be permitted from the team bench area to give instructions to the players on the court during an officials' time out until the referee has called for quiet please, then all communication must stop or a team unsportsmanlike conduct penalty will be awarded.** If a referee has whistled for an official time out, **as a result of the actions of the team in possession of the ball, the ball during the time out will be controlled by the goal judge and** at the end of the official time-out, the ball should be passed back to the team, by the goal judge.

## 4.7 SUBSTITUTIONS

### 4.7.1 Team substitutions

In each game, each team may make a maximum of three (3) Substitutions during regulation time. Each team may make one (1) substitution during overtime. The same player may be substituted more than once; however, each player exchange shall be recorded as a substitution. A substitution may be requested to a referee **any time the team has control of the ball or there is an official timeout** by a coach or player using non-verbal hand signals and **by saying substitution**. **Any delay caused by the coach or the player to be substituted not being ready to proceed will result in a team delay of game penalty being awarded.** A substitution shall be acknowledged by a referee during only during an official break in play or when the ball is under the control of the team requesting the substitution. Upon acknowledgement of the referee, the coach must indicate by a substitution board with the number of the player to come out of the game and the number of the player being substituted into the game. **A substituted player entering the court will be taken to the goal post closest to their respective**

**bench area. The coaches shall be permitted to give instructions to the players on the court during a substitution until the referee has called for quiet please, then all communication must stop or a team unsportsmanlike conduct penalty will be awarded .** Substitution, with the exception of a penalised player, will be allowed during a penalty situation.

Should a substitution be made during a time out, the team shall be charged with both a substitution and a time out and the coach shall be permitted to instruct his players. Any player changes at the end of any half of play shall not be recorded as a substitution, but shall be indicated by team to the referee and announced at the beginning of the half.

#### 4.7.2 Medical Substitution

In the event of injury when a coach and/or any other member of the team must enter the team area to provide aid, or when a player cannot continue to play within fortyfive (45) seconds after a medical time out has been acknowledged, substitution of players shall be made as soon as possible and the injured player shall not be permitted to return to the court until the conclusion of the half of play. Such substitutions shall not be considered to be one of the three allowable substitutions. **Two stoppages in play during any half of play to tend to the same player who is temporarily injured will result in that player's removal from the court for the remainder of that half.**

### 5. INFRACTIONS

In the case of an infraction, the ball shall be turned over to the defending team.

#### 5.2 Step Over **Eliminated**

#### 5.3 Pass Out

When in the process of passing the ball between team members, the ball goes out of bounds over the sideline, it will be considered as a loss of the team's ability to control the ball. Any time the ball hits an object above the court, it will also be considered as a loss of the team's ability to control the ball. **Any intentional action not to control the ball by a defending player that results in a ball crossing the Line Out Line will be consider to be a pass out.**

### 6 PENALTIES

There shall be two types of penalties: personal penalties and team penalties. In both cases, only one player shall remain on the court to defend the penalty throw. In the case of a personal penalty, this shall be the player who committed the penalty. In the case of a team penalty, this shall be the player who made the last recorded throw before the penalty was awarded. In the event that a team penalty is awarded before a throw has been taken, the player to remain on the court to defend the throw shall be at the coach's discretion **of the team which will take the penalty throw.**

All penalty throws must be conducted according to the rules of the game.

A penalty may be declined by a Coach or Player **of the team to take the penalty throw**, using non-verbal hand signals and saying declined **and the team declining the penalty will have possession of the ball when play resumes**.

#### 6.1.1 Short Ball

Anytime a ball that has been thrown and comes to rest before the team area of the defending team the play shall be whistled dead and a penalty **shot** shall be awarded to the **defending** team.

#### 6.1.5 Third Time Throw

A player can throw a ball only two consecutive times. The third and any other throw before a team-mate has thrown the ball shall be considered a penalty. The number of consecutive throws shall be carried over into subsequent halves or penalty situations, but not from regulation time to overtime. Scoring an **own** goal against your own team shall not count as a throw.

#### 6.1.6 Personal Unsportsmanlike Conduct

Should a referee determine that a player on the court is behaving in an unsportsmanlike manner, a personal penalty shall be awarded against that player. Furthermore, any unsportsmanlike conduct may result in eliminatin from the game, or ejection from the premises and/or further competition in the tournament if a referee feels that the situation warrants it. A player so eliminated shall not be replace during that game. **Any intentional physical contact with an official not relating to the play caused by a player will result in the immediate ejection of that player from the game and the field of play.**

#### 6.1.9 Noise

Any excessive noise made by **a player during** the act of throwing that prevents tracking by the defending team shall be penalised.

### 6. 2 TEAM PENALITES

#### 6.2.1 Ten (10) seconds

A player/team must throw the ball within ten (10) seconds after the defensive team's first contact with the ball. Should a timeout, substitution, or any other stoppage of play occur before the teams has thrown the ball, the team will only be permitted the time remaining since the first contact to throw the ball or a penalty shall be called. **The 10 second clock shall be reset anytime that a referee calls an officials timeout.**

#### 6.2.2 Team Delay of Game

A team delay of game penalty shall be awarded against a team if:

- a) that team is not prepared to start play on the instruction of a referee;
- b) any action of that team preventing the continuation of the game;
- c) that team makes a substitution at the end of any half without notifying the referee.
- d) that team requests a fourth timeout.**
- e) that team request a fourth substitution.**

#### 6.2.4 Illegal Coaching

No person in the team bench area shall be permitted to coach in any manner **except during time-outs, substitutions, or official stoppages in play and only until the referee calls quiet please.** Should the referee determine that someone is **illegally** coaching in the team bench area; a penalty shall be assessed against that team. Should there be a second incident of coaching during the same game, that person shall be removed from the gymnasium and a team penalty shall be awarded.

#### 6.2.5 Noise

Any excessive noise made by **any player on the throwing team while another player on that team is in the act of throwing or when the ball has been released shall be penalised.**

### 6 EXTRATHROWS

**The term Free Throws has been replaced by Extra Throws.**